

FIG. 1.A

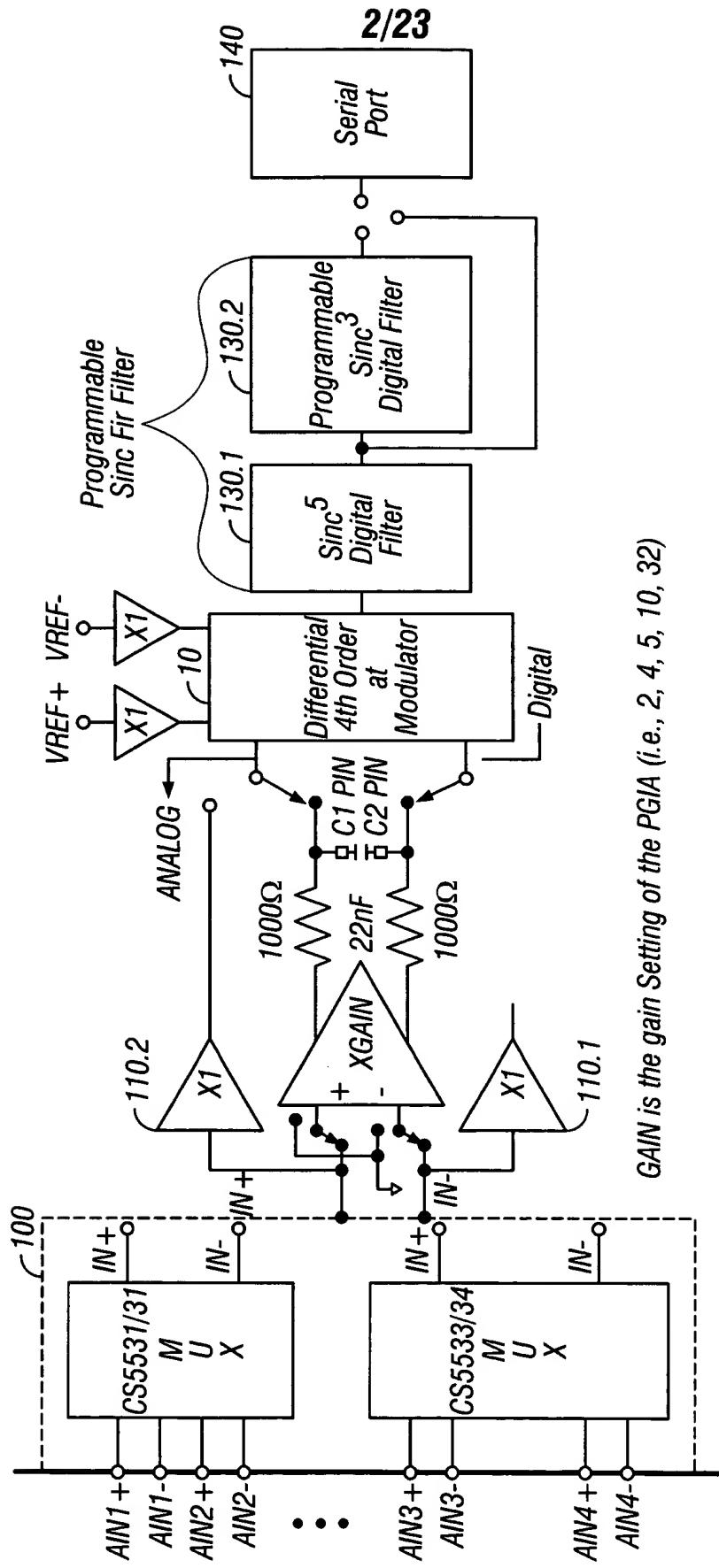


FIG. 1.2

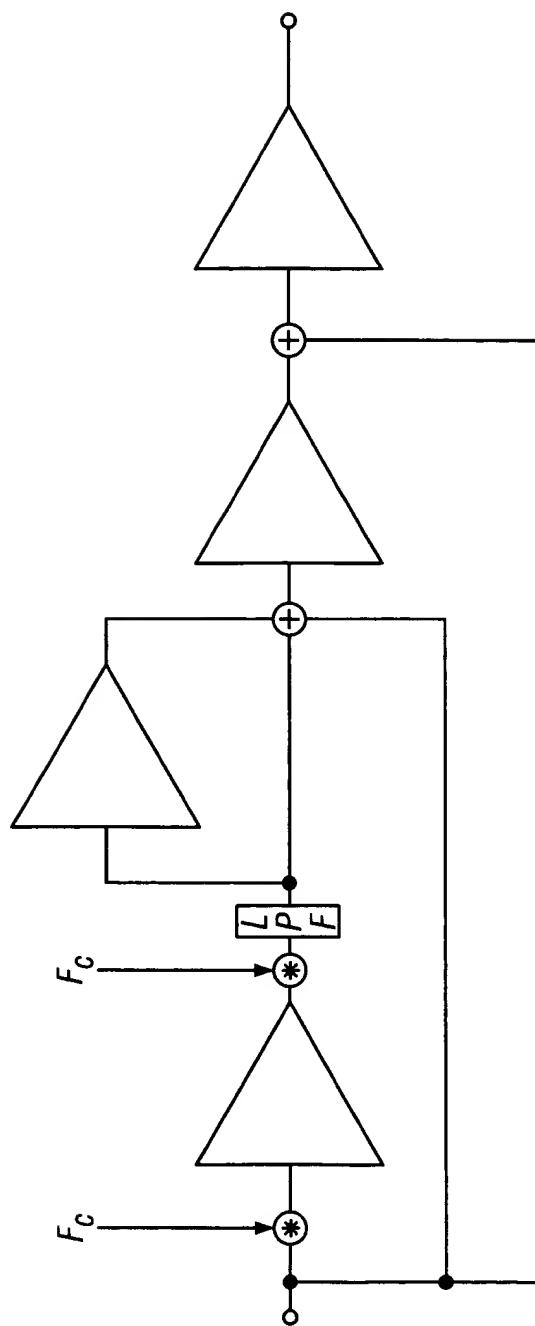


FIG. 1.3

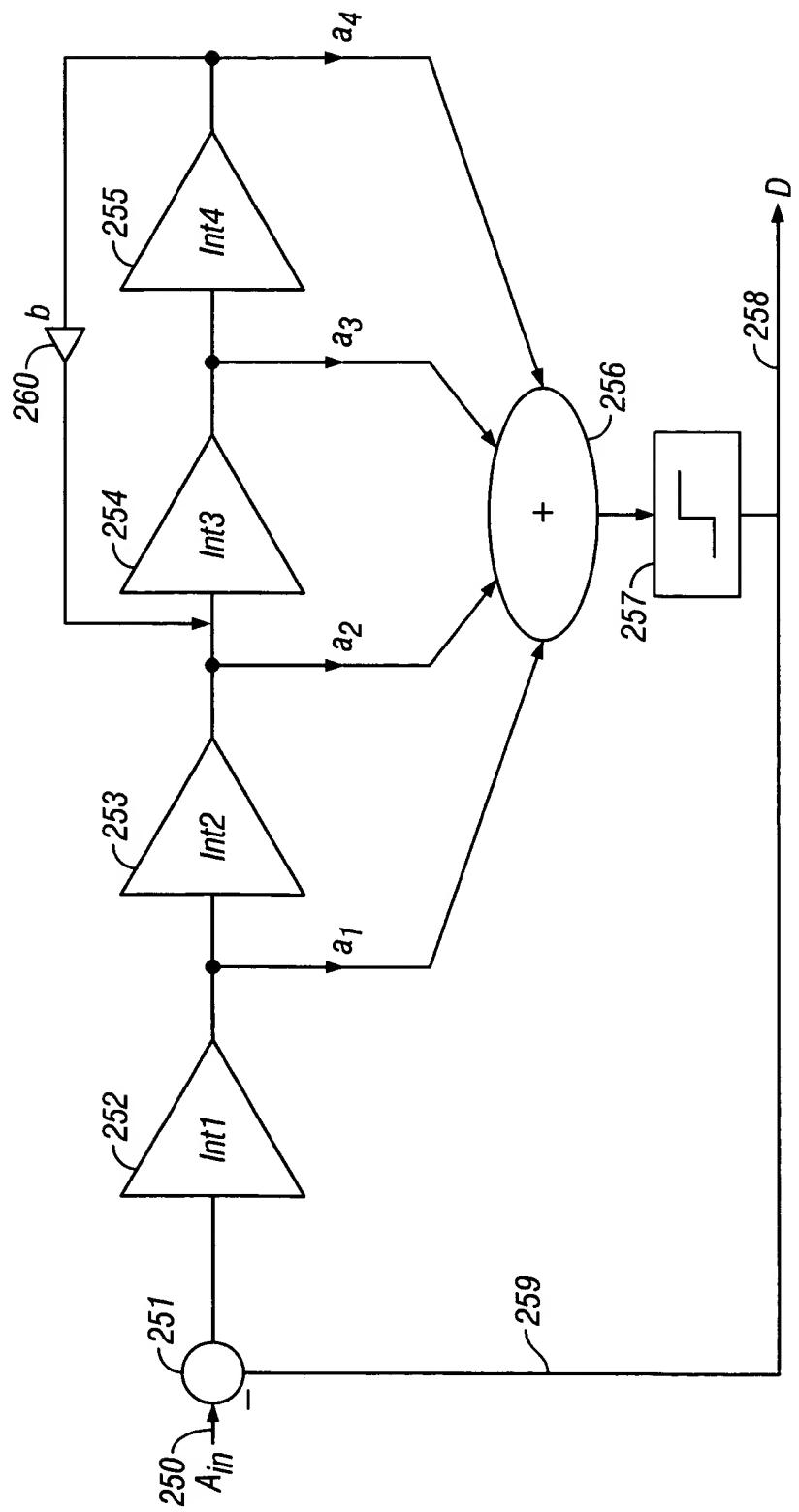
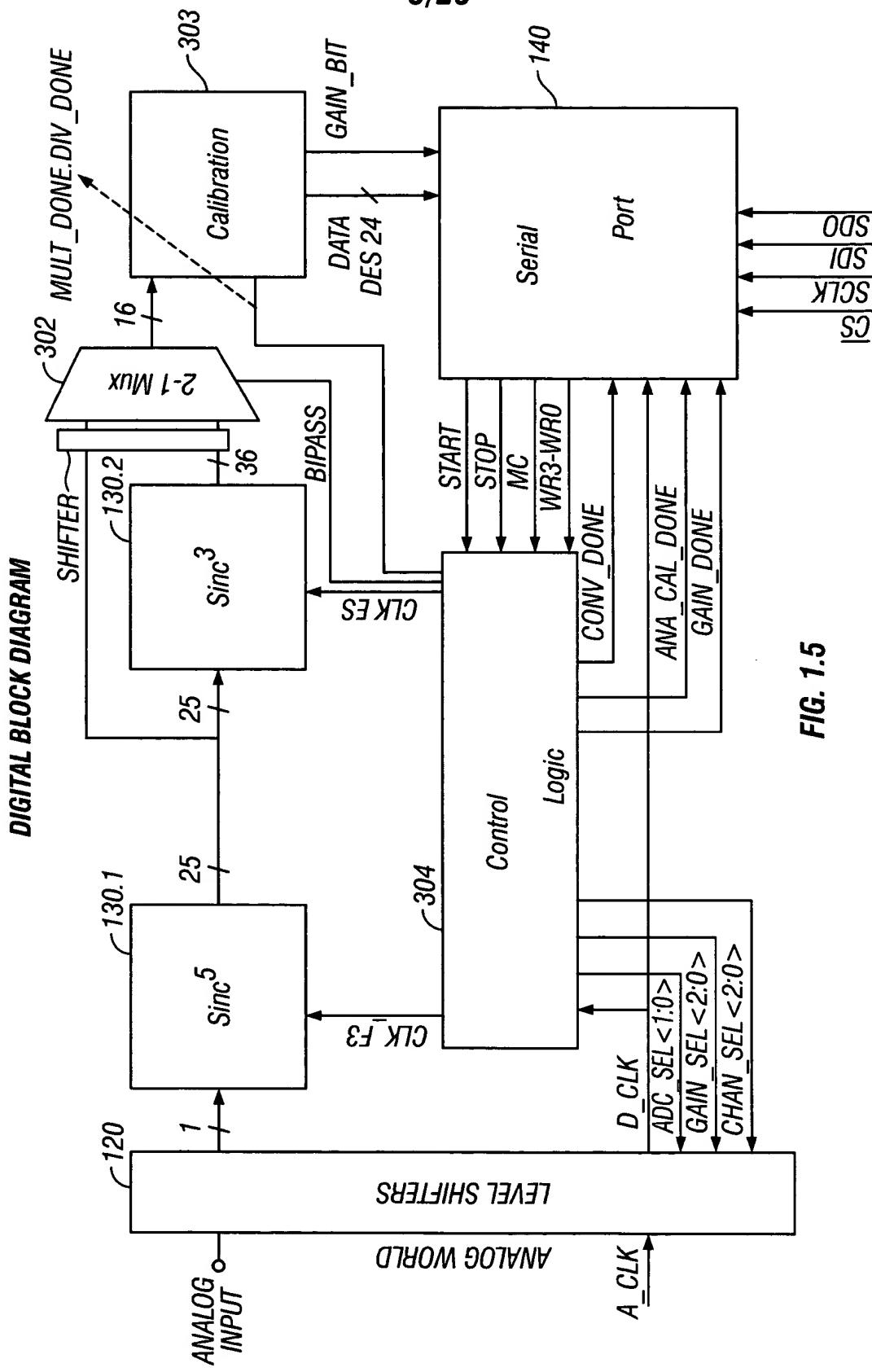


FIG. 1.4





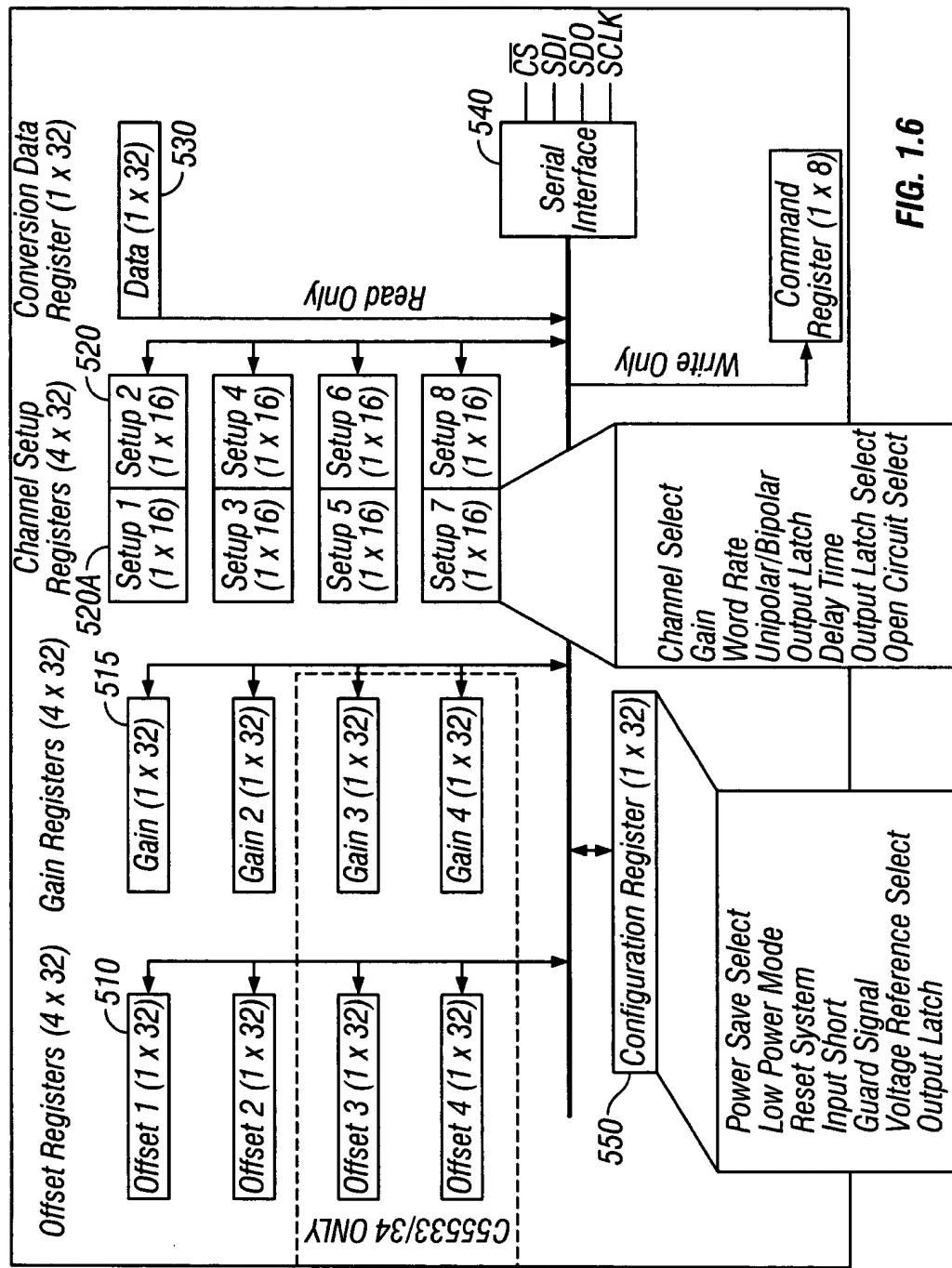
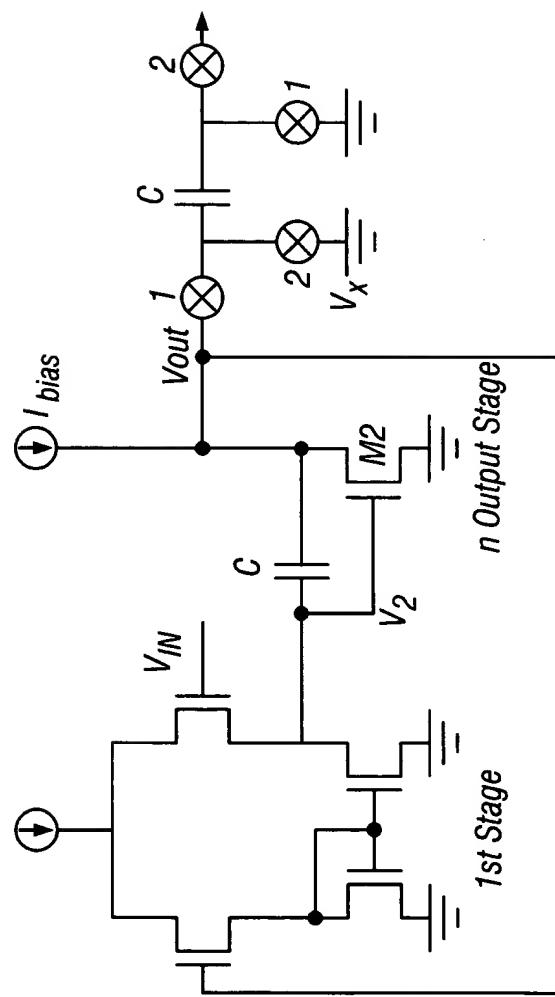
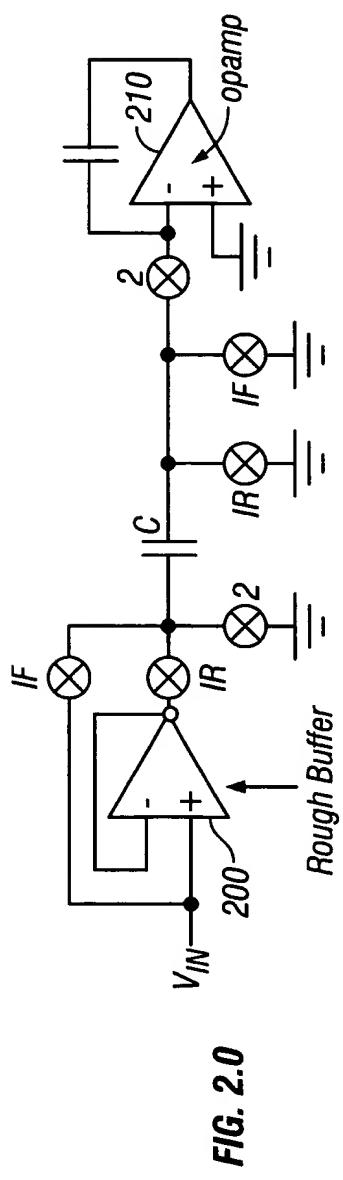


FIG. 1.6



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$V_{IN} = \text{CONSTANT}$

$V_{OUT} > V_x$

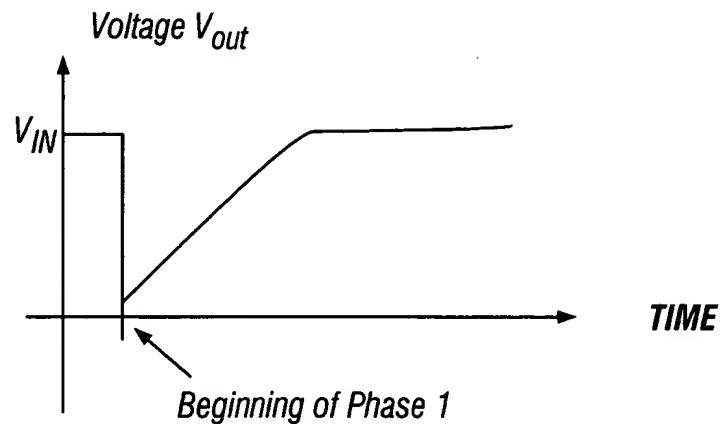


FIG. 2.2

$V_{IN} = \text{CONSTANT}$

$V_{OUT} < V_x$

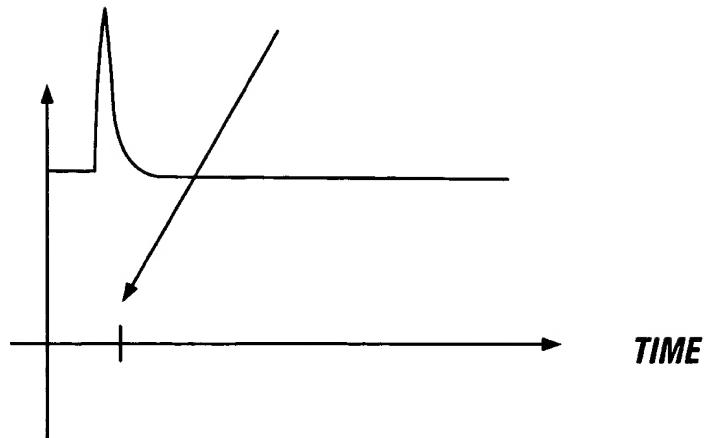


FIG. 2.3

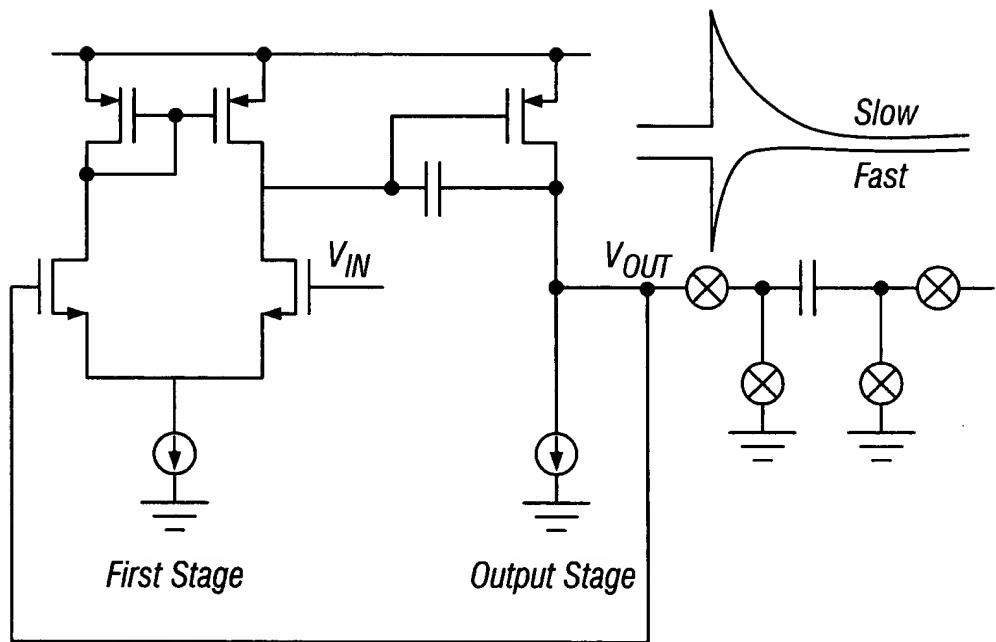


FIG. 2.4

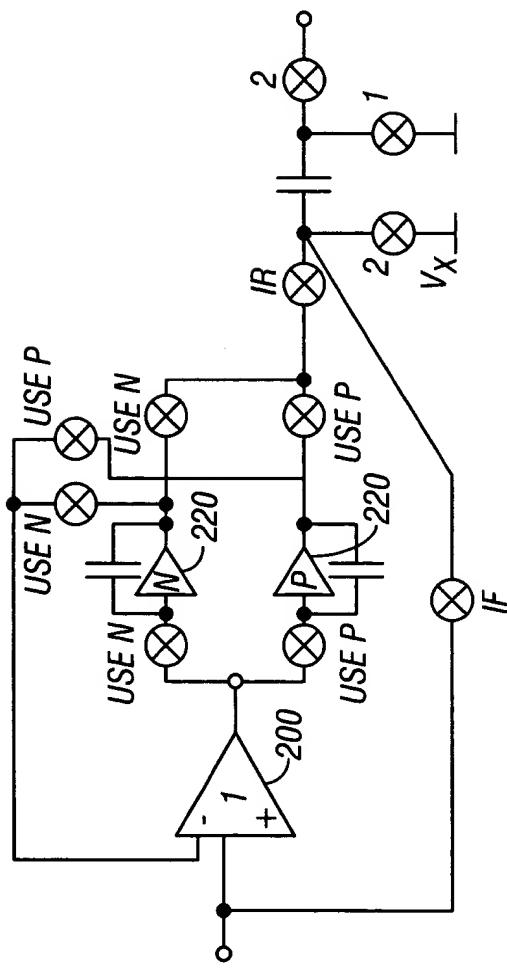
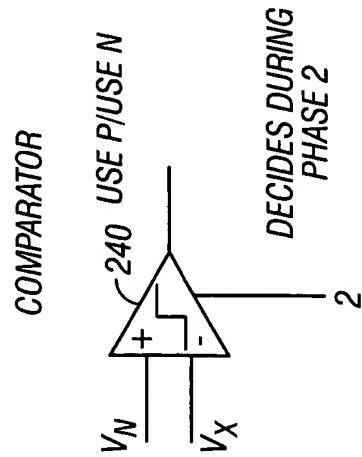


FIG. 2.5



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FIG. 2.6 V_x

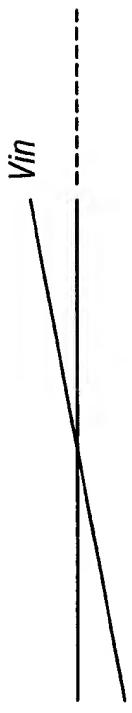


FIG. 2.7 V_{out} $\text{USE } P$
Phase

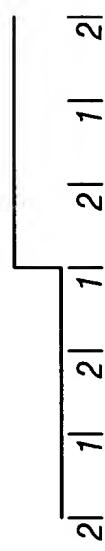
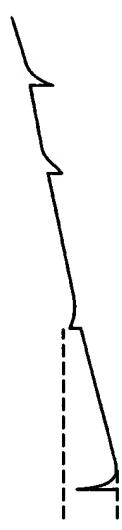
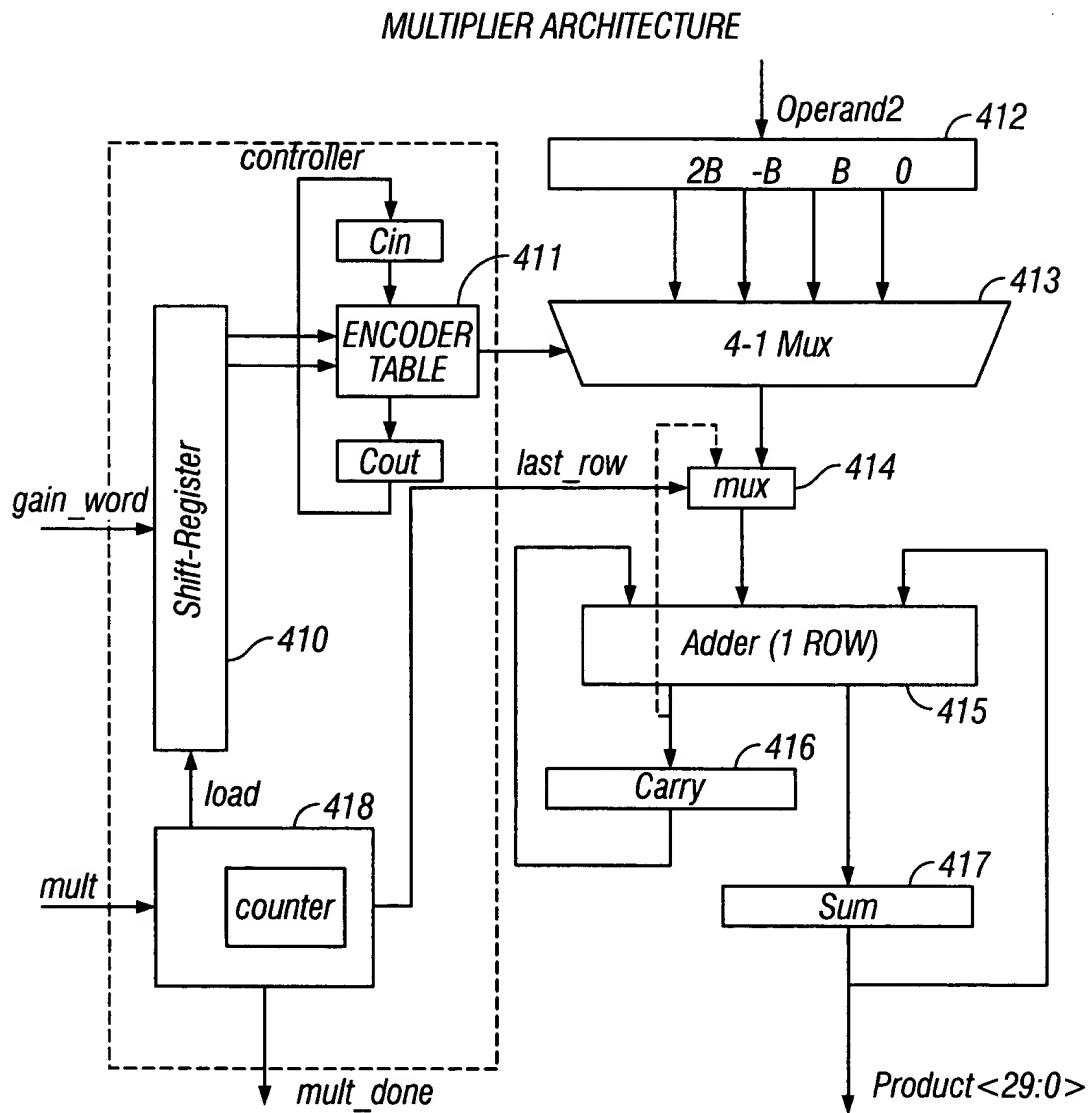


FIG. 2.8 V_{out}



**FIG. 3.1**

A_{i+1}	A_i	Operation
0	0	$R_i = R_{i-1} / 4$
0	1	$R_i = (R_{i-1} + B) / 4$
1	0	$R_i = (R_{i-1} + 2B) / 4$
1	1	$R_i = (R_{i-1} + 3B) / 4$

FIG. 3.2
(Prior Art)

Cin	A_{i+1}	A_i	Operation	$Cout$
0	0	0	$R_i = R_{i-1} / 4$	0
0	0	1	$R_i = (R_{i-1} + B) / 4$	0
0	1	0	$R_i = (R_{i-1} + 2B) / 4$	0
0	1	1	$R_i = (R_{i-1} + 3B) / 4$	1
1	0	0	$R_i = (R_{i-1} + B) / 4$	0
1	0	1	$R_i = (R_{i-1} + 2B) / 4$	0
1	1	0	$R_i = (R_{i-1} - B) / 4$	0
1	1	1	$R_i = (R_{i-1}) / 4$	1

FIG. 3.3
(Prior Art)

Example 1

$$A=2, B=3 \quad B=0101$$
$$A=110010$$
$$\begin{array}{r} 111010 \\ 110000 \\ \hline 0000001010 \end{array}$$

FIG. 3.4

Example 2

$$A=-2, B=1 \quad B=0101$$
$$A=111110$$
$$\begin{array}{r} 111010 \\ 101011 \\ \hline 111110110 \end{array}$$

FIG. 3.5

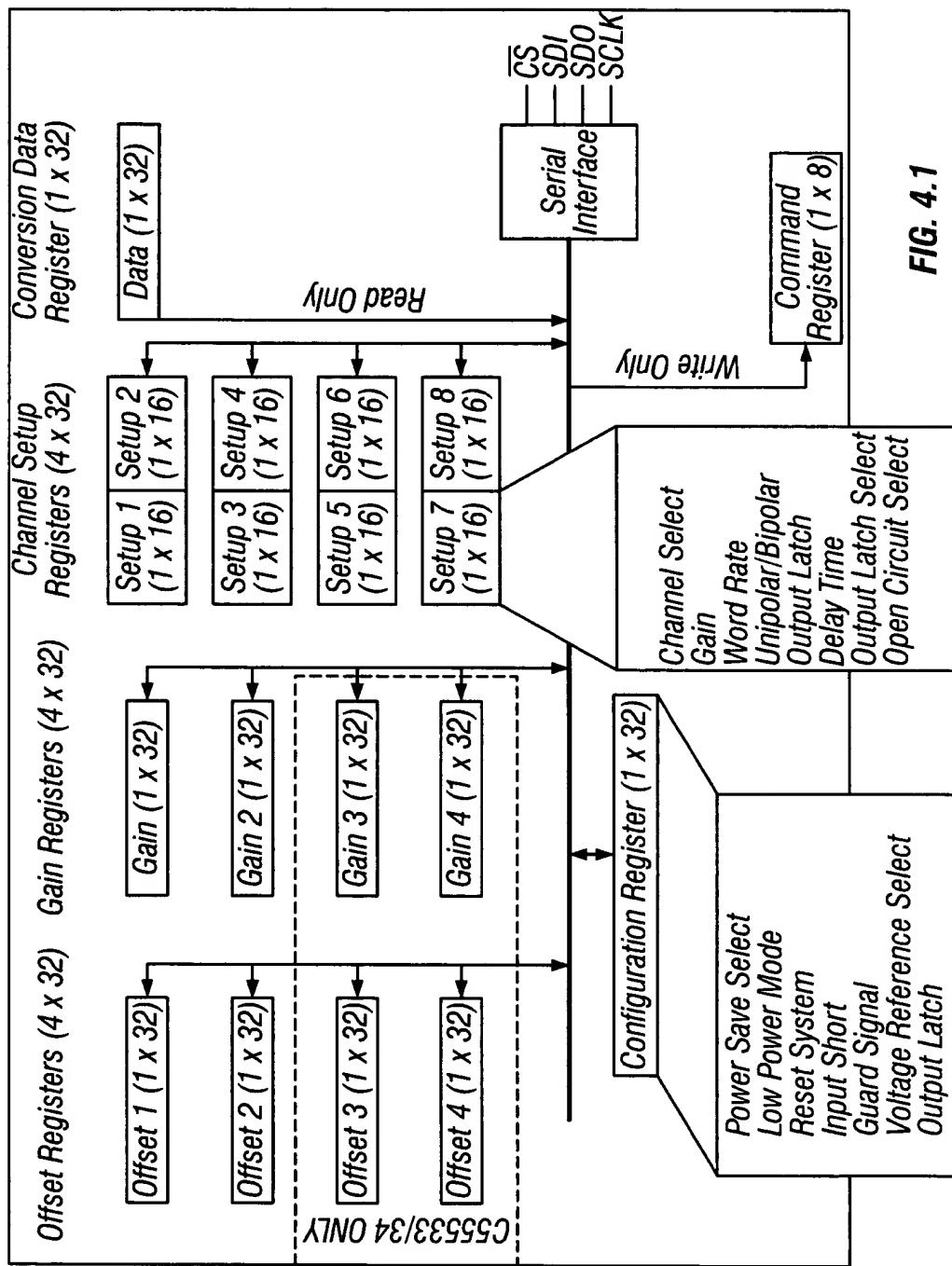


FIG. 4.1

BIT	NAME	VALUE	FUNCTION
D7	COMMAND Bit, C	0 1	Must be logic 0 for these commands. These commands are invalid if this bit is logic 1.
D6	Access Registers as Arrays, ARA	0 1	Ignore this function. Access the respective registers, offset, gain, or channel-setup, as an array registers. The particular registers accessed are determined by the RS bits. The register are accessed MSB first with physical channel 0 accessed first followed by physical channel 1 next and so forth.
D5-D4	Channel Select Bits, CS1-CS0	00 01 10 11	CS1-CS0 provide the address of one of the two (four for CS5533/34) physical input channels. These bits are also used to access the calibration registers associated with the respective physical input channel. Note that these bits are ignored when reading data register.
D3	Read/Write, R/W	0 1	Write to selected register. Read from selected register.
D2-D0	Register Select Bit, RSB3-RSB0	000 001 010 011 100 101 110 111	Reserved Offset Register Gain Register Configuration Register Conversion Data Register (Read Only) Channel-Setup Registers Reserved Reserved

FIG. 4.2

BIT	NAME	VALUE	FUNCTION
D7	COMMAND Bit, C	0 1	These commands are invalid if this bit is logic 0. Must be logic 1 for these commands.
D6	Multiple Conver- sions, MC	0 1	Perform fully settled single conversions. Perform conversions continuously.
D5-D3	Channel Setup Reg- ister Pointer Bits, CSR _P	000 ... 111	These bits are used as pointers to the Channel-Setup registers. Either a single con- version or continuous conversions are performed on the channel setup register pointed to by these bits.
D2-D0	Conversion/Calibra- tion Bits, CC ₂ -CC ₀	000 001 010 011 100 101 110 111	Normal Conversion Self-Offset Calibration Self-Gain Calibration Reserved Reserved System-Offset Calibration System-Gain Calibration Reserved

FIG. 4.3

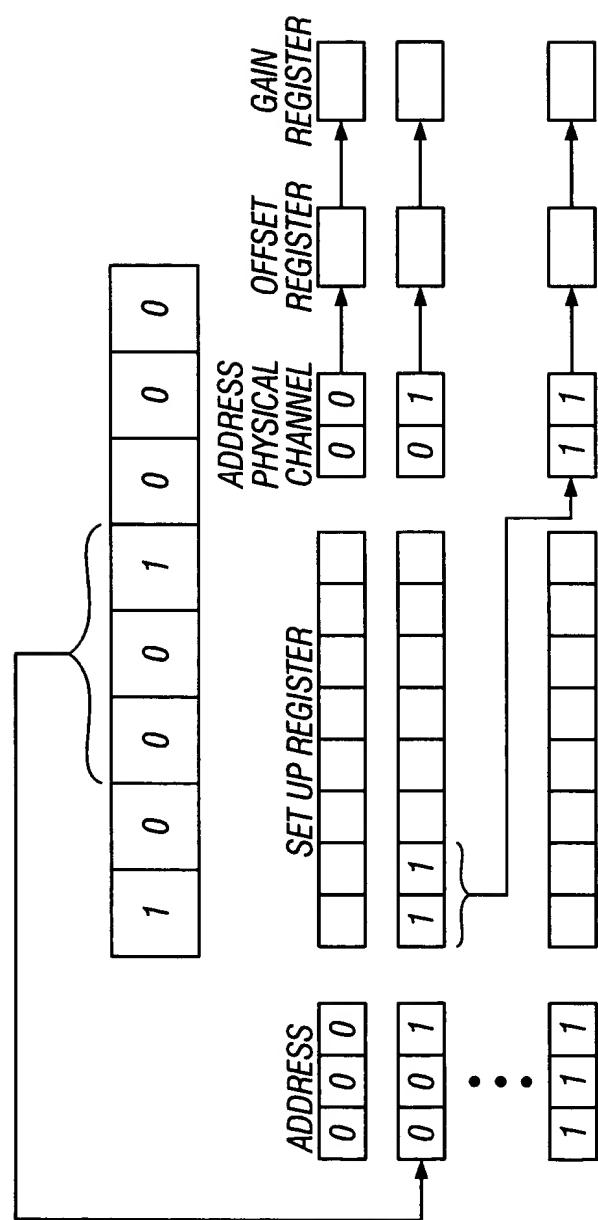


FIG. 4.4

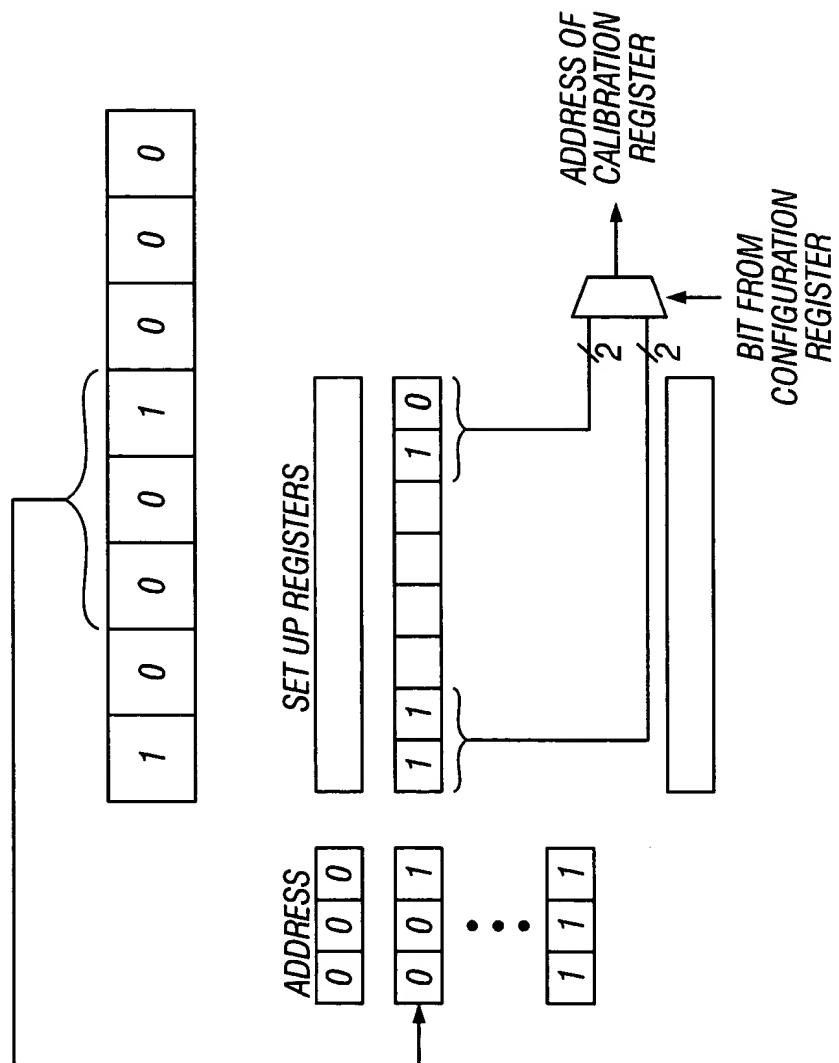


FIG. 4.5

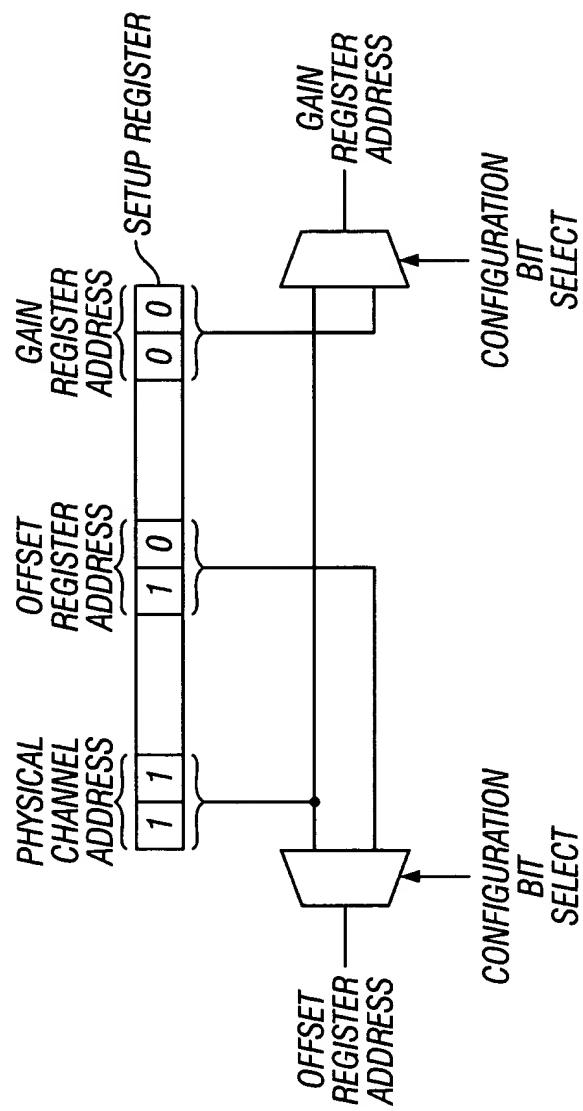


FIG. 4.6

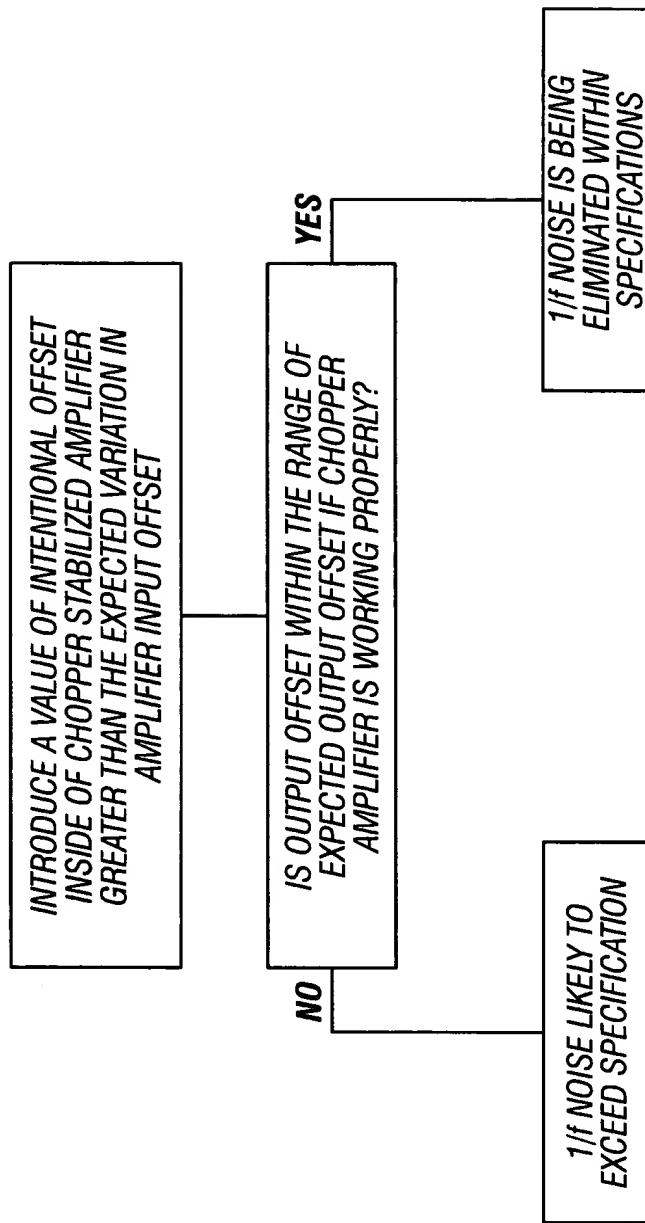


FIG. 5.1

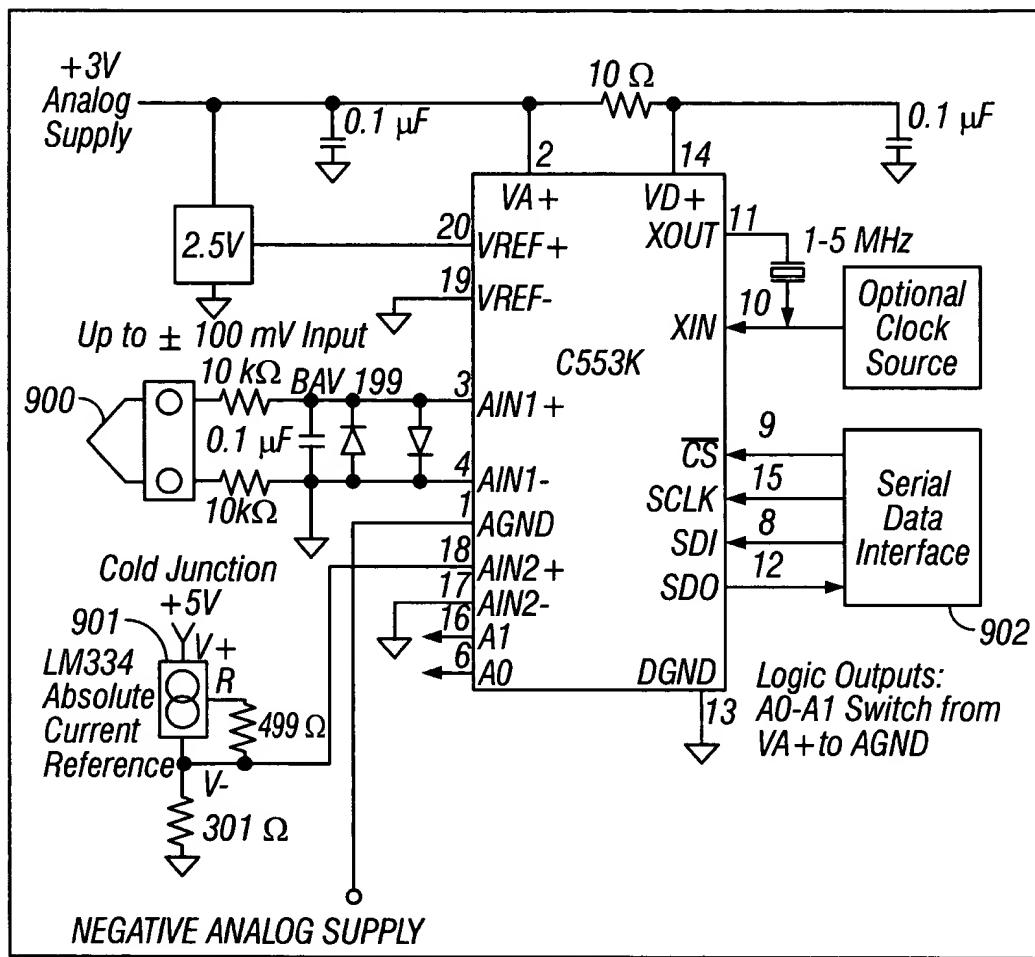


FIG. 6.1

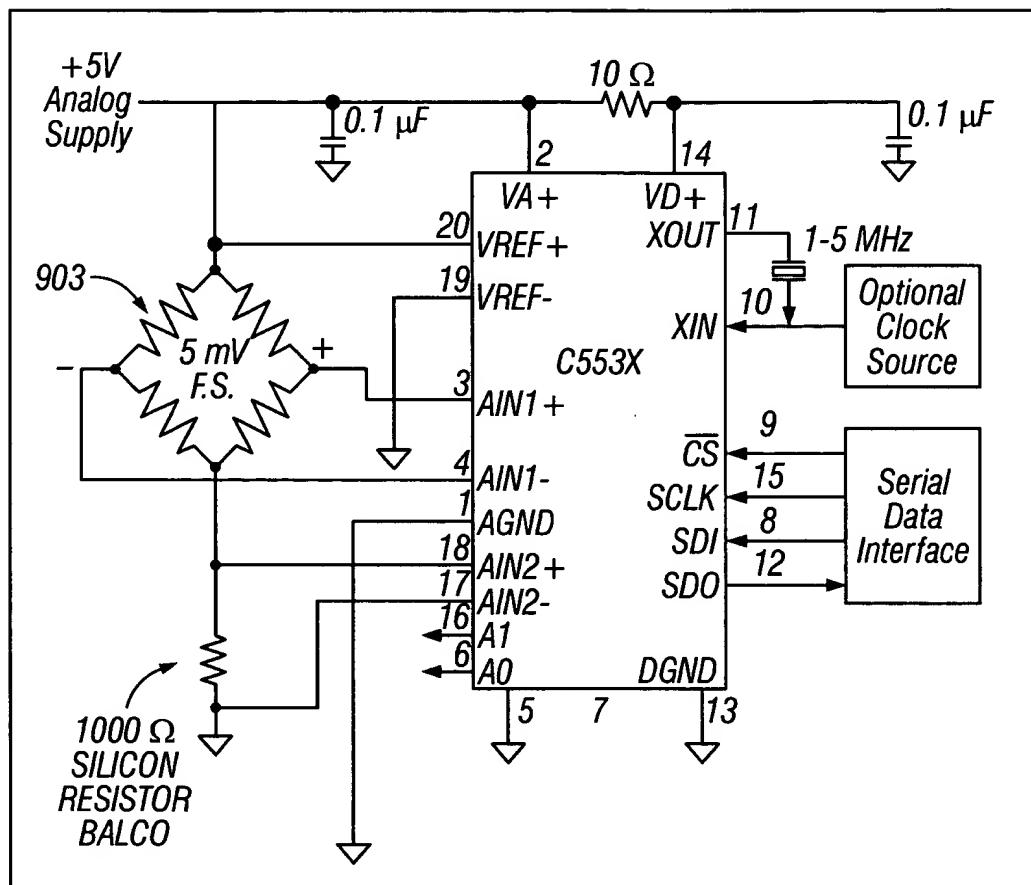


FIG. 6.2